CLAIMS

What is claimed is:

1.   A method for stateful toggling of check box status,

the method implemented as a software program installed and operating on a
computer comprising a computer processor coupled to computer memory,

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the computer comprising also a computer display which itself further
comprises a graphical user interface ("GUI"),

the method implemented on the GUI, the GUI operated by a user using a
10   pointing device, the pointing device having a capability of indicating a touch
on a check box, the pointing device having associated with it through the GUI
a pointer displayed upon the GUI and responsive to physical motion of the
pointing device,

15   the GUI having displayed upon it a set of check boxes comprising a
multiplicity of check boxes, wherein each check box has a status comprising
an indication whether a check box is selected,

the method comprising the steps of:

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detecting a touch event on a first check box;

toggling the status of the first check box to a new status;

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25   repeatedly, for a multiplicity of repetitions, carrying out the steps of:

detecting a drag event for each additional check box onto which a user drags the pointer, wherein the user drags the pointer onto at least one additional check box; and

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statefully toggling the status of each additional touch box for which a drag event is detected to the new status of the first check box.

2.   The method of claim 1 wherein, for at least a portion of the repetitions, one or more further check boxes are positioned upon the display screen in the GUI between two of the additional check boxes, wherein a path along which the pointer drags between the two additional check boxes lies outside the further

5   check boxes, whereby the statuses of the further check boxes remain unaffected.

3.   The method of claim 1 wherein detecting a touch event comprises changing a pointer device status to 'active' while a pointer for the device is positioned on the check box.

4.   The method of claim 1 wherein the pointing device is a mouse.

5.   The method of claim 1 wherein the pointing device is a stylus pressed upon a touch sensitive pad.

6.   The method of claim 1 wherein the pointing device is a finger pressed upon a touch sensitive screen.

7.   The method of claim 1 wherein the first check box has a GUI image and toggling the status of the first check box includes changing the GUI image of the first check box to indicate a change in the status of the first check box.

8.   A method of stateful toggling of check box status,

the method implemented as a software program installed and operating on a
computer comprising a computer processor coupled to computer memory,

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the computer comprising also a computer display which itself further
comprises a graphical user interface ("GUI"),

the method implemented on the GUI, the GUI operated by a user using a

10   mouse, the mouse comprising a mouse button, the mouse having associated
with it through the GUI a mouse pointer displayed upon the GUI and
responsive to physical motion of the mouse,

the GUI having displayed upon it a set of check boxes comprising a

15   multiplicity of check boxes, wherein each check box has a status comprising
an indication whether a check box is selected,

the method comprising the steps of:

20   the user positioning the mouse pointer on a first check box;

the user depressing the mouse button, wherein results a mouse down event;

detecting the mouse down event on the first check box;

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toggling the status of the first check box to a new status;

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the mouse, at the behest of the user, dragging the mouse pointer along a path
on the display screen from the first check box to a second check box;

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detecting a mouse drag event on the second check box; and

statefully toggling the status of the second check box to the new status of the
first check box.

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9.   The method of claim 1 wherein a third check box is positioned upon the
display screen in the GUI at a position between the first check box and the
second check box, wherein the path along which the mouse pointer is dragged
from the first check box to the second check box lies entirely outside the third
5   check box, whereby the steps of moving the mouse pointer to the second
check box, detecting the mouse drag event, and statefully toggling the status
of the second check box leave the third check box unaffected.

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10. A system for statefully toggling check box status, the system comprising:

a software program installed and operating on a computer comprising a computer processor coupled to computer memory;

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a computer display which itself further comprises a graphical user interface ("GUI");

the GUI, the GUI operated by a user using a mouse, the mouse comprising a

10 mouse button, the mouse having associated with it through the GUI a mouse pointer displayed upon the GUI and responsive to physical motion of the mouse;

displayed upon the GUI a set of check boxes comprising a multiplicity of

15 check boxes, wherein each check box has a status comprising an indication whether a check box is selected;

means for detecting a mouse down event on a first check box;

20 means for toggling the status of the check box to a new status;

means for displaying upon the GUI the mouse pointer as the mouse pointer drags along a path on the display screen from the first check box to an additional check box;

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means for detecting a mouse drag event on the additional check box; and

means for statefully toggling the status of the additional check box to the new status of the first check box.

11.   A computer program product for statefully toggling check box status,

the computer program product implemented for use as software program for

installation and operation on a computer comprising a computer processor

5   coupled to computer memory,

the computer comprising also a computer display which itself further

comprises a graphical user interface ("GUI"),

10   the GUI operated by a user using a mouse, the mouse comprising a mouse

button, the mouse having associated with it through the GUI a mouse pointer

displayed upon the GUI and responsive to physical motion of the mouse,

the GUI having displayed upon it a set of check boxes comprising a

15   multiplicity of check boxes, wherein each check box has a status comprising

an indication whether a check box is selected,

the computer program product comprising:

20   a recording medium;

means, recorded on the recording medium, for detecting a mouse down event

on a first check box;

25   means, recorded on the recording medium, for toggling the status of the check

box to a new status;

30   means, recorded on the recording medium, for displaying upon the GUI the mouse pointer as the mouse pointer drags along a path on the display screen from the first check box to an additional check box;

means, recorded on the recording medium, for detecting a mouse drag event on the additional check box; and

35   means, recorded on the recording medium, for statefully toggling the status of the additional check box to the new status of the first check box.